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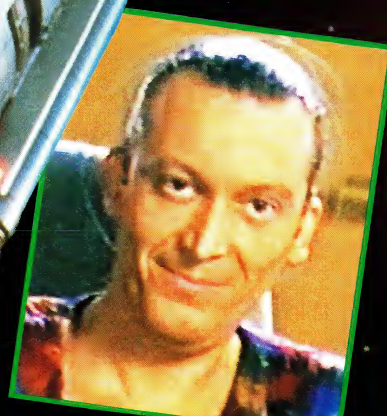
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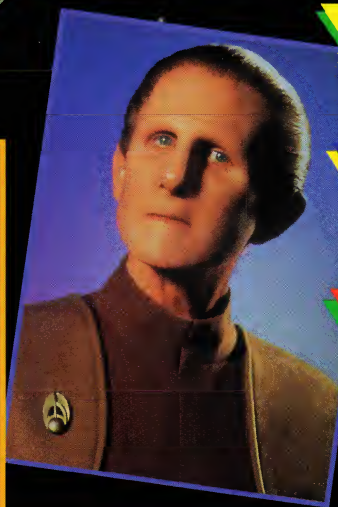
RUNABOUTS
Starfleet's smaller ships



The Sikarians
The other side of the Prime Directive

Odo : Security Chief
Keeping crime off DEEP SPACE NINE

Farpoint Station
Discovering a new form of life



K'MPEC'S SHIP
The Klingon leader travels in style

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THE OFFICIAL STAR TREK® FACT FILES



STAR TREK

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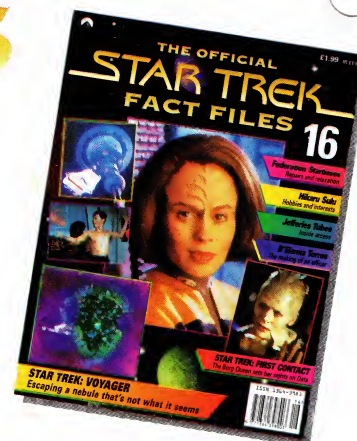
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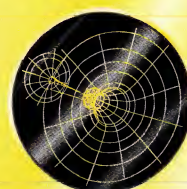


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 9



SPACE
PHENOMENA

FARPOINT STATION

Farpoint Station seems to be nothing short of miraculous: the perfect starbase on the edge of Federation space. But Farpoint's owners, the Bandi, are hiding a dreadful secret.

Farpoint Station is a starbase on the surface of **Deneb IV**, which in 2364 is on the edge of explored space. The natives of Deneb IV, the **Bandi**, are applying to join the **United Federation of Planets**, and claim to have built the station to further their cause.

The station is a circular complex with a large central spire. It is constructed from advanced

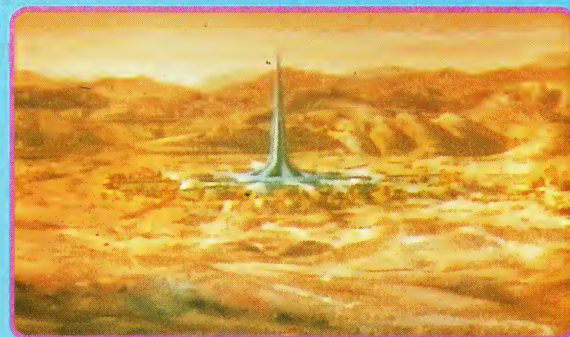
materials and has wide, open streets, which are planted with trees and decorated with sculptures. Local traders have stalls in an open-air mall.

The station is in exact accordance with **Starfleet's** requirements. Although the Bandi claim Deneb IV's plentiful resources of geothermal energy enabled them to construct Farpoint in record time, Starfleet is suspicious. The Bandi are not known as great

builders, and many of the materials from which Farpoint is built are not available on Deneb IV. Convinced there is more to the station than meets the eye, Starfleet sends the newly commissioned **U.S.S. Enterprise NCC-1701-D** to investigate.

Investigations

The **U.S.S. Hood** brings several key members of the **Enterprise** crew to Farpoint before they join



their ship. Among them is **First Officer William T. Riker**.

Riker meets with **Groppler Zorn**, who is the station's administrator. Zorn is evasive, and Riker's

▲ **Deneb IV is a planet on the edge of explored space. Farpoint Station, which is located here, could become very important to the Federation and its program of deep space exploration.**

TOO PERFECT?



▲ **Riker first meets Dr. Crusher and her son Wesley on Farpoint Station. Riker is puzzled by the station, and soon learns that Dr. Crusher has also noticed some events that she cannot explain.**



▲ **The Bandi are a quiet people who seem desperate to join the Federation. They believe that Farpoint Station will aid their cause.**



▲ **The Federation visitors are amazed when objects materialize from nowhere, or change appearance to conform with their exact wishes.**

Designation Farpoint Station

Location Deneb IV

Quadrant Alpha

Constructed by The Bandi

Administrator Groppler Zorn

Situation The surface of Deneb IV, near the old Bandi city.

Status The station is operational and has been offered to the Federation.

Description Farpoint Station is a circular complex with a tall central spire. It meets Starfleet's requirements exactly.

Important Features The Bandi do not appear to have the resources needed to build the station.

Starship Log STAR TREK: THE NEXT GENERATION 'Encounter at Farpoint'.

OTHER CARDS IN THIS FILE...

- 2 THE NEXUS
- 10 THE CLOUD
- 11 GOMTUU

SEE OTHER FILES...

- U.S.S. ENTERPRISE NCC-1701-D File 25
- STARBASES AND SPACE STATIONS File 32
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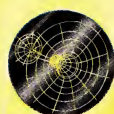
GALAXY FACTS

- ▶ Although many stations are on a planet's surface, they are more often in space: few spaceships are capable of entering a planet's atmosphere.
- ▶ Prior to this date, the Federation has never encountered anything like the creature that has become Farpoint Station.
- ▶ During the U.S.S. Enterprise's mission at Farpoint Station, Q puts humanity on trial.

suspicions are aroused when a bowl of apples seems to appear from thin air. Other members of the Enterprise crew observe similar, inexplicable, events.

When the Enterprise arrives, **Captain Jean-Luc Picard** begins a thorough investigation. In Zorn's office the half-Betazoid **Counselor Deanna Troi** senses pain, loneliness, and despair from an unidentified source.

Later, an away team explores a series of dim passages underneath the station. The walls are covered with strange, nearly biological, patterns. Scans indicate the passage walls are composed of an unknown material. Outside the perimeter of the station, the walls revert to the native rock.

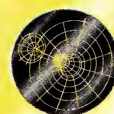


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 9

FARPOINT STATION



SPACE
PHENOMENA

▶ Captain Picard sends an away team from the U.S.S. ENTERPRISE down to Deneb IV to investigate the mystery of Farpoint Station.



▶ In Zorn's office, Riker is amazed when a bowl of apples appears from nowhere. It seems Farpoint is even more mysterious than he had thought.

While the investigation continues, an alien ship of unknown origin takes up orbit around Deneb IV. It appears to be a large saucer with a glowing spot of magenta on the bottom. The ship ignores the Enterprise and begins firing on the old Bandi city outside Farpoint Station.

True form

Investigations reveal that the interior of the 'ship' is remarkably similar to the passageways underneath Farpoint. Eventually, Captain Picard realizes that the 'ship' and Farpoint Station itself are actually life forms, with the ability to manipulate matter.

In its natural form,

Farpoint Station is a vast translucent creature that glows with energy. It has a circular body with long tendrils extending from the center of its underside.

It seems that the creature had been injured. The Bandi found it, and by feeding it just enough geothermal energy to keep it alive, but not enough to allow it to leave their planet, had enslaved it. They had then forced it to take on the form of a Starfleet starbase – Farpoint Station.

Reunited

The second creature is attempting to rescue its mate. The Enterprise is able to help by transmitting



▶ Groppler Zorn and his people have enslaved a powerful spacefaring creature and forced it to take on the form of Farpoint Station.



▶ The creature in orbit is carefully firing on Farpoint Station itself. Its anger is directed at the old Bandi city and its inhabitants.



energy to Farpoint Station, which regains its true form and enters orbit, where it is reunited with its companion. The two creatures delicately touch outstretched tendrils, then float off together,

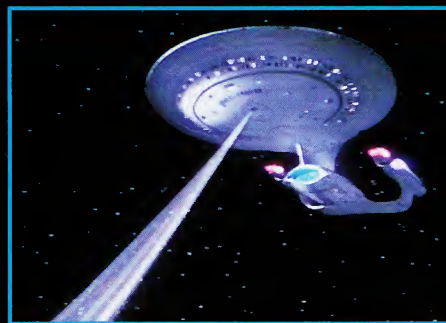
projecting great joy and gratitude.

Shortly after the creatures leave, the Enterprise's captain, Jean-Luc Picard, negotiates for the Bandi to build a new station.

FOOD FROM HEAVEN



▶ Companion
The vessel that enters orbit around Deneb IV is enormous. It dwarfs the GALAXY-class U.S.S. ENTERPRISE. Its arrival causes great consternation on the planet, and Groppler Zorn soon contacts the ENTERPRISE to request Picard's aid.



▶ An act of kindness
Realizing that the injured creature on the planet is in desperate need of energy, Captain Picard orders the ENTERPRISE's phasers to be remodulated to deliver an energy beam that he hopes will help the creature to recover.



▶ Rebirth
The Bandi have controlled the creature by rationing its supply of geothermal energy, but the beam from the ENTERPRISE releases it from slavery. As it receives the energy, Farpoint Station regains its true form.



▶ Together again
The two creatures are reunited in orbit around Deneb IV. These extraordinary life forms seem incapable of communicating with the ENTERPRISE, but their gratitude is clear as they move off into space.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 13



OTHER GROUPS
AND RACES

THE SIKARIANS

In the Delta Quadrant, Sikarian hospitality is legendary. Nothing is more important to these people than pleasure, and nothing gives them more pleasure than making others happy.

The **Sikarians** are a technologically advanced people who have devoted themselves to the pursuit of pleasure. Everything on their planet is designed to be pleasing, and they have developed a legendary reputation for their hospitality.

Sikarian cities have wide, open spaces with fountains. They are constructed of a marble-like rock, and flowers and artwork are everywhere.

Sikarians have a great appreciation of beauty, and they are sensuous people

who enjoy casual physical contact. Though they have sophisticated methods of both giving and receiving pleasure, their attention spans are limited. They are constantly searching for new sensations, new ideas, and new experiences. The search for novelty is a driving force in their lives.

A love of stories

Fiction is an essential part of Sikarian culture, and stories are passed along only with the permission of the originator. Stories can be many things – whimsical, frightening, melancholy – but Sikarians feel that noble

stories are the ones that affect their lives the most.

Sikarian males wear caftans that are either colored brightly or in soft earth tones. Females wear short dresses and colorful tights. A common type of cloth is soft and exquisite. It comes from a city or region of **Sikaris** called **Dedestris**, and is made from the petals of a flower that blooms only in moonlight.

Both males and females adorn themselves with silver wire that holds their hair in place, and circles the back of their heads in a kind of halo.



▲ **Sikarian hospitality is famous. The inhabitants go to great lengths to make their guests feel welcome, and take pleasure in others' happiness.**



▲ **The Sikarians have heard about the U.S.S. VOYAGER's situation, and intercept the Federation ship to offer the crew a much-needed rest.**



▲ **Advanced transporter technology allows the Sikarians to visit some of the most beautiful places in the quadrant. Eudana takes Harry Kim to Alastrea to enjoy the erosene winds.**

PLANET OF PLEASURE



▲ **Everything on Sikaris is designed to give pleasure. Even machinery such as atmospheric sensors produce a musical readout.**



Designation Sikaris

Class M

Quadrant Delta

Inhabitants Humanoid

Government

Sikaris appears to be governed by a group of magistrates.

Features

Sikarians are dedicated to the pursuit of pleasure. Everything on Sikaris, even basic machinery, is designed to be enjoyable.

Laws

One of the provisions of the Sikarian Canon of Laws forbids the Sikarians from sharing their technology.

Transportation

The Sikarians have developed a powerful form of transporter that has a range of 40,000 light years.

▲ **Advanced technology has obviously freed the Sikarians from most physical labor. While other cultures have sought out new challenges, the Sikarians have devoted their lives to the pursuit of pleasure.**

GALAXY FACTS

▶ The Spatial Trajector could send the **U.S.S. Voyager** 40,000 light years through space, over half-way back to the Alpha Quadrant. However, Sikarian laws forbid the exchange of technology.

▶ The Sikarian desire to collect stories is so great that some Sikarians are willing to break the law to gain access to **Voyager's** database of Federation fiction.

Sikaris is governed by a group of magistrates who apparently act together to make policy. The magistrates are bound by a Canon of Laws which represents the Sikarian system of values. Not everyone agrees with all policies, and crime is not unknown.

The laws forbid the Sikarians from sharing their



▶ **Gath Labin** is only interested in his own pleasure. As soon as someone, or something, begins to tire him, he will dispose of it.



▶ The Sikarians are always on the lookout for new pleasures. Captain Janeway opens negotiations with Magistrate Labin by introducing him to pecan pie.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 13

THE SIKARIANS



OTHER GROUPS
AND RACES

technology with other races, a rule designed to prevent anybody else from abusing advanced Sikarian technology. This is analogous to the Federation's own **Prime Directive**.

Technology

Many of the Sikarian machines are beautiful as well as practical. One machine with long spines extending upward from a base seems to be a musical instrument; in reality it is an atmospheric sensor. Following the principles of non-linear resonance, the frequency of the chimes indicates the changes in weather conditions.

The Trajector

Perhaps the most unusual machine the Sikarians have is the **Spatial Trajector**. This is a transportation device that has the ability to fold space by enclosing the object to be transported in a neutrino bubble. Using the Trajector, Sikarians are able to travel all over their quadrant. Unlike other kinds of transporter, the Trajector has a massive range and is capable of transporting people and objects over distances as great as 40,000 light years, and the size of the object transported is not important. The use of the Trajector leaves a **subspace** residue.

The anti-neutrinos that

are the catalyst for the space-folding process also prevent the Trajector from being used aboard Federation starships. The anti-neutrino radiation causes the plasma manifold to become unstable, leading in short order to a warp core breach.

The Trajector can be used only on Sikaris or very nearby because the technology relies on the planet's peculiar composition: Sikaris has a mantle of tetrahedral quartz 20 kilometers thick. The crystalline structure of the mantle focuses and amplifies the Trajector field.

The Sikarians also use small, beautiful spacecraft to travel by more conventional means.

Travelers

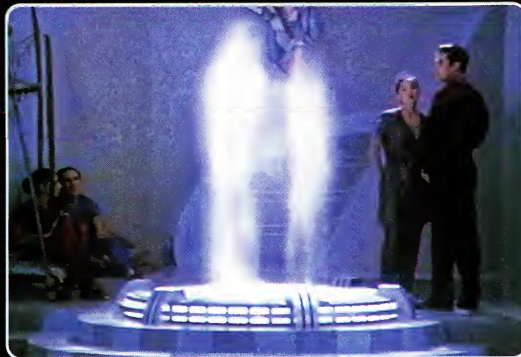
Sikarian ships soon hear about the **U.S.S. Voyager NCC-74656** and her plight. In 2371, a Sikarian ship under the command of **Magistrate Labin** contacts the *Voyager* to offer aid to the Federation ship.

During the crew's visit to Sikaris, it becomes apparent that the Sikarians take great pleasure in making others happy, and that they are intrigued by novelty. But if their guests refuse to adopt the Sikarian way of life, the Sikarians become petulant, and distance themselves from any unpleasantness.

POWERFUL TECHNOLOGY



▶ The Trajector platform looks just like a standard transporter pad. The device is activated by voice commands.



▶ The Trajector works by folding space. On the platform, the users shimmer in a white light and disappear.



▶ Moments later, the users appear at their destination. There is no need for a platform at the destination point.



▶ The Trajector has an enormous range. *Alastrea*, where Eudana takes Harry Kim, is 40,000 light years away from Sikaris.

OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 6 THE KAZON
- 7 THE VIDIIANS

SEE OTHER FILES...

- THE FERengi ALLIANCE.....File 14
- SYSTEMS.....File 59
- STAR TREK: VOYAGER.....File 71
- OTHER CHARACTERS AND LIFE FORMS.....File 58



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 19



OTHER GROUPS
AND RACES

THE GENOME COLONY

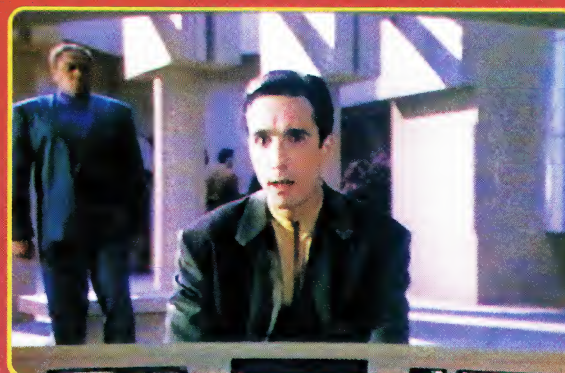
On an inhospitable planet, far away from the rest of the human race, a group of colonists have used genetic engineering to try to breed flawless human beings and create a perfect world.

In the late 22nd century, a group of colonists leave Earth to establish a genetically engineered colony. They believe that through selective breeding they can create a people without flaws. The group build a

biosphere on **Moab IV**, an inhospitable planet which is incapable of supporting humanoid life. The biosphere gives the colonists complete control of their environment, and they believe that they are in harmony with their world and it with them.

Geneticists carefully control reproduction. Congenital defects are screened out before conception, and should a fetus develop any 'flaws' it is aborted.

Everyone in the colony is 'designed' to serve a specific function, and their



▲ *The colony on Moab IV is isolationist. They believe that outside contact is dangerous and do not respond to the U.S.S. ENTERPRISE's hails until Captain Picard informs them that their way of life is in danger.*

EVERYONE IN HIS OR HER PLACE



▲ Biosphere

The colony is inside a biosphere. This allows the colonists to control their environment precisely.



◀ Scientist

Hannah Bates has been bred to be a scientist. Her high intelligence may be evidence that the genetic engineering project has had some success, but after meeting the ENTERPRISE crew she wants to leave.

OTHER CARDS IN THIS FILE...

- 4 DORVAN V COLONISTS
- 30 TAU CYGNA V COLONISTS

SEE OTHER FILES...

- THE DOMINION.....File 16
- U.S.S. ENTERPRISE
NCC-1701-DFile 25
- SPECIAL FACILITIESFile 66
- STAR TREK:
THE NEXT GENERATION.....File 69

▶ Leader

Aaron Connor was born to be the leader of his people. He has been bred to be a diplomat who places the needs of the colony before his own. However, he finds it hard to fulfill his role when he is confronted by his Federation visitors.



▼ Interpreter of intentions

Martin Benbeck has been 'designed' to remind his fellow colonists of their founders' intentions. He is not concerned with anything else.



▶ Musician

The colony has a clear idea of a person's role, which is decided for them before birth.



GALAXY FACTS

▶ Genetic engineering was once widespread on Earth, eventually leading to the Eugenics Wars.

▶ Other humans, including the Native Americans who settle on Dorvan V, leave Earth to find new planets where they can maintain a specific way of life.

place in the society is made clear to them from birth. Some of the colonists are chosen to be musicians, some to be scientists, and others to be leaders. One special group is 'designed' to remind others of the founders' intentions for the colony. Individuals are brought up to have only the skills deemed necessary for their jobs. Thus, leaders are diplomatic, whereas the interpreters of the founders' intentions are blunt. The genetic makeup of the colonists is sufficiently diverse to ensure that the delicate balance of the colony can

deal with any accidental deaths.

Disruption

The colony continues for 200 years. Nobody from outside visits the biosphere, and nobody leaves. The colonists are convinced that, although a few imperfections remain, they have evolved beyond the rest of humanity.

The routine of the colony is disturbed in 2368, when the **U.S.S.**

Enterprise NCC-1701-D contacts the colonists to warn them that a stellar core fragment will pass dangerously close to Moab IV. The leader, **Aaron Connor**, reluctantly allows a party from the *Enterprise* to beam into the biosphere.

The *Enterprise* away team suggest moving the colony to another world, but Connor refuses. Any attempt to remove the colonists from the biosphere will disrupt their

relationship with their environment, and would be a clear breach of the principles behind the colony. It is obvious that many of the colonists would rather die than leave.

A scientist from the colony, **Hannah Bates**, helps the *Enterprise's* chief engineer, **Geordi La Forge**, to deflect the core fragment from its path, but although the colony has been saved from this threat, another serious problem arises.

Moving on

Hannah becomes convinced that the interests of the colony would be best served by rejoining the human race. She reasons that, far from creating the perfect society, the colonists have created a world without the challenges that result in human creativity. Hannah requests asylum on the *Enterprise*, and several

▶ **Hannah Bates has developed a way of deflecting the stellar core fragment, but without more power it is purely theoretical.**



▶ **The U.S.S. ENTERPRISE is able to alter the path of the stellar core fragment enough to ensure that it will not destroy the colony.**

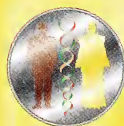
others follow her example.

The consequences for the colony are serious – the genetic balance of the colony cannot cope with the loss of a large number of colonists.

Connor pleads with Hannah and her followers, asking them to wait six months before making their final decision. But Hannah is resolute, and she and 23

others leave the colony.

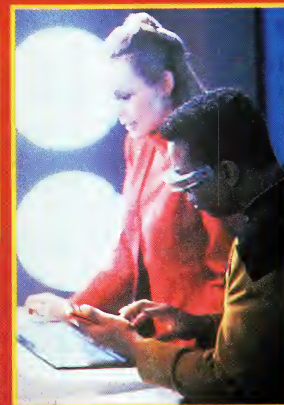
Although he is also attracted to the visitors from the *Enterprise*, Connor remains on Moab IV. He is determined to fulfill the role for which he was born. Deprived of the necessary genetic material, the colony continues to attempt the impossible – building a masterpiece society without all the pieces.



OTHER GROUPS AND RACES



OTHER GROUPS AND RACES



POLLUTION OR EVOLUTION?



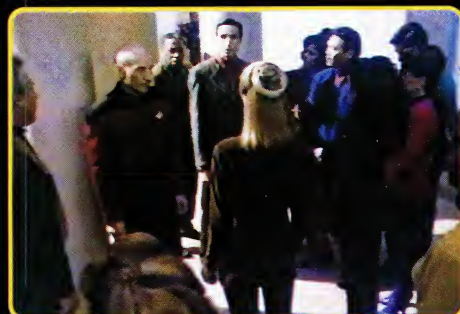
▶ **Against Martin's advice, Connor allows a small team from the ENTERPRISE to visit the colony. In doing so he introduces an outside influence.**



▶ **Connor finds himself deeply attracted to Counselor Troi. But her half-Betazoid DNA means that it would be impossible for her to join the colony.**



▶ **Counselor Troi informs Picard that she has had a relationship with Connor. The captain accepts her actions as a mistake. As he says, humanoids are fallible.**



▶ **Contact with the Federation, and in particular the ENTERPRISE's engineer Geordi La Forge, convinces Hannah to leave the colony.**



▶ **Martin defends the intentions of the colony's founders. He is convinced that the colonists have evolved beyond other humans.**



▶ **Despite Connor's request that she and the others remain for six months, Hannah insists on leaving the colony at once: she feels it is pointless to remain.**



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3E

ALPHA QUADRANT



CHARTING
THE GALAXY

BENZAR

CLASS-M PLANET

Benzar, a **Class-M** world, is a member of the **United Federation of Planets**. The native **Benzites**, who have a bluish/green skin color, require a small, steady supply of supplemental gases other than the nitrogen/oxygen mix of Earth's atmosphere to enable them to breathe comfortably. They accomplish this through the use of a device worn on the chest, which protrudes at a slight angle up to the mouth/nose area and dispenses the gas.

In 2364, a Benzite named **Mordock** becomes the first of his race to enter

Starfleet Academy. He is responsible for the **Mordock Strategy**, which fellow **Starfleet** hopeful **Wesley Crusher** finds very impressive. In 2365, another Benzite, **Mendon**, serves aboard the **U.S.S. Enterprise NCC-1701-D** as part of an officer exchange program.

▶ *Mendon is a Benzite who tends to try too hard while he is on an exchange program aboard the U.S.S. ENTERPRISE. Wesley Crusher mistakes him for another Benzite, Mordock, when they first meet in 2365.*



BERENGARIA VII

CLASS-M PLANET

Berengaria VII, home to an indigenous population of dragons, is a planet **Mr. Spock** once visited. He tells this to **Leila Kalomi** on the planet **Omicron Ceti III** while the couple are looking at cloud formations. Spock, under the influence of the planet's intelligence-stagnating spores, points out the anatomy of the dragon while laying his head in Leila's lap.

▶ *Mr. Spock, in a rare show of emotion, describes a cloud formation and how it resembles a dragon of Berengaria VII, pointing out the tail and dorsal spines.*



BERSALLIS III

CLASS-M PLANET

Bersallis III is the site of a **UFP** research outpost containing 643 colonists. When the outpost requires emergency evacuation from deadly firestorms in 2369, the **U.S.S. Enterprise NCC-1701-D** is called in to assist the evacuation. Eight lives are eventually lost in the process of this highly dangerous mission. Although the firestorms only occur once every seven years, they are the natural result of particle emissions from the system's sun. The intense heat, approximately 300 degrees centigrade, is whipped up by winds of over 200 kilometers per hour that scorch everything in their path.



▶ *U.S.S. ENTERPRISE crew member Neela Daren is assigned to oversee the dangerous evacuation on Bersallis III.*

BETA AGNI II

CLASS-M PLANET

A Federation outpost on the Class-M planet **Beta Agni II** comes under threat of contamination in 2366. A **Zibalian** trader and collector of rare artifacts, **Kivas Fajo**, sabotages the planet's water supply as part of an elaborate plan to lure the **U.S.S. Enterprise NCC-1701-D** and kidnap **Data** — as a one-off android, he represents the ideal addition to Fajo's

collection of unique items. Beta Agni II's subterranean water supply is contaminated with **tricyanate**, but the **Enterprise** finds a way to avert the disaster. The ship launches a **class 4 probe** filled with **hytritium** to disperse the poisonous substance.

▶ *Data is considered such a prize catch that Kivas Fajo goes to great lengths to obtain him, endangering Beta Agni II in the process of kidnapping him. Luckily, the U.S.S. ENTERPRISE is on hand to save the day.*





The Guide to the STAR TREK Galaxy

FILE 3

CARD 3E

ALPHA QUADRANT



CHARTING
THE GALAXY

BETA ANTARES IV

CLASS: UNKNOWN

Little is known of **Beta Antares IV** other than a reference **Captain James Kirk** of the **U.S.S. Enterprise** makes when he cites this planet as the origin of the unique game of **fizzbin**. When Kirk is being held by a bunch of Chicago-style

mobsters on the planet **Sigma Iotia II** in 2267, he bluffs his guards and buys some time by inventing this most improbable 'Beta Antarean' game, which has such complicated rules that they can even change according to the day of the week.



The card game 'fizzbin' is a figment of Captain Kirk's imagination, and the playing cards resemble those used on Earth, but the gangsters he is dealing with on Sigma Iotia II are happy to join in the game.

BETA CASSIUS

CLASS-M PLANET

Beta Cassius, also known as **Haven**, enjoys a peaceful and idyllic existence. Over time, numerous legends have sprung up regarding the planet's mystical healing powers. In 2364, the **U.S.S. Enterprise NCC-1701-D** is asked to help prevent a vessel from the planet **Tarella**, carrying a group of biological warfare victims, from landing on the planet as the inhabitants of Haven are worried they will also fall victim to the plague. The Tarellians, who believe the legends and hope that Haven will be able to cure them, are not allowed to make a new home on the planet.

The planet Haven, or Beta Cassius, would not allow the Tarellians to disembark for fear of infecting their own planet. As the non-violent inhabitants do not have the weaponry to defend themselves, the U.S.S. ENTERPRISE is asked to help prevent the landing. Although Ardana and her fellow Tarellians cannot land on Haven, physician Wyatt Miller transfers over to their ship and hopes to cure them.



BETA III

CLASS-M PLANET

In 2267, the **U.S.S. Enterprise NCC-1701** is investigating the fate of the **U.S.S. Archon** crew, missing near **Beta III** for over 100 years. In its architecture and native dress, Beta III vaguely resembles a town in the Old West of North America's 19th century. A landing party beams down, and when **Mr. Sulu** returns to the ship he acts very strangely and is oddly passive. A second party beams down and discovers a society with very trance-like behavior – until the town clock strikes 6:00 p.m., the 'red hour', whereupon the

inhabitants partake in a wild and frenzied orgy of violence, sex and destruction.

Captain Kirk and his landing party later discover that the inhabitants are under the control of a highly sophisticated computer designed by a man named **Landru**, and the 'red hour' is their only chance to break free of their monotonous existence. Kirk feels the people of Beta III are being stifled by the computer, also named Landru, and convinces the device to self-destruct, as it is not serving its maker's intended purpose.



The inhabitants of Beta III have all been absorbed into 'the Body', a trance-like passive state. The original Landru lived 6,000 years ago, and before he died he created a computer to maintain what he had started – a society based on truth and peace. But the computer didn't live up to its intended purpose, and over the years the meanings became distorted until the population turned into automatons.

BETA KUPSIK

CLASS-M PLANET

In 2365, after the **U.S.S. Enterprise NCC-1701-D** visits **Starbase Montgomery**, the next stop on their mission is **Beta Kupsik**. Before leaving the starbase, **Commander William Riker** meets his father for the first time in 15 years and **Lieutenant Worf** celebrates the 10th anniversary of his **Age of Ascension**.



Before leaving for Beta Kupsik, Riker has a reunion with his estranged father during which they play a game of anbo-jytsu.



STARFLEET ACADEMY

SHIP HANDLING

USING GRAVITY TO TIME-TRAVEL

Despite the advances in interstellar travel, the **United Federation of Planets** is extremely cautious about time travel. The few methods known are risky, but there are times when those risks have to be taken.

The idea seems pretty daring. Head straight for the nearest star, or any massive gravity field, as fast as you can. A black hole is best, but the nature of this gravity field carries the risk of drawing the ship in. On the other hand, a star presents the danger of burning up any ship which gets too close. However, careful maneuvering allows the clever use of the slingshot effect of coming back around the star or black hole, providing the increased speed needed to achieve timewarp.

Although the end result is different, the same principle was used by NASA scientists on the Planet Earth in the 20th century, to propel their early spacecraft across far greater distances in less time by using the sun's gravity. Some of

these first trips allowed for the exploration of planets in their own solar system. By the 23rd century, although the feat is still somewhat unpredictable, it provides the safest means of time travel. In fact, for many years it is the only known way of breaking the time barrier through the combination of speed and computing.

It takes an extremely powerful and precise computer, which is capable of running some additional complicated variables, to do the job.

Risky business

The breakaway point is the most critical variable, and changes according to the ship's size and the nature of the gravity source. The breakaway point isn't always consistent. In addition, miscalculating the moment at which the ship should stop can either break the vessel apart or result in it becoming lost in time. The maneuver is more an art than an exact science.



◀ The pressures on a starship during time travel can be immense, as Admiral Kirk discovers when he takes a **KLINGON BIRD-OF-PREY** more than 200 years back in time. His mission is to locate some humpback whales, which are extinct in his own time period.

Situation:

You are in command of a vessel in a situation which can only be solved by time travel.

Factors:

- You need to achieve speeds much faster than standard warp, which is not sufficient for this purpose.
- The available sources of energy needed to achieve such speeds are stars and black holes.
- Even if the necessary speeds can be achieved, pinpointing the exact destination time period is extremely tricky.

Courses open:

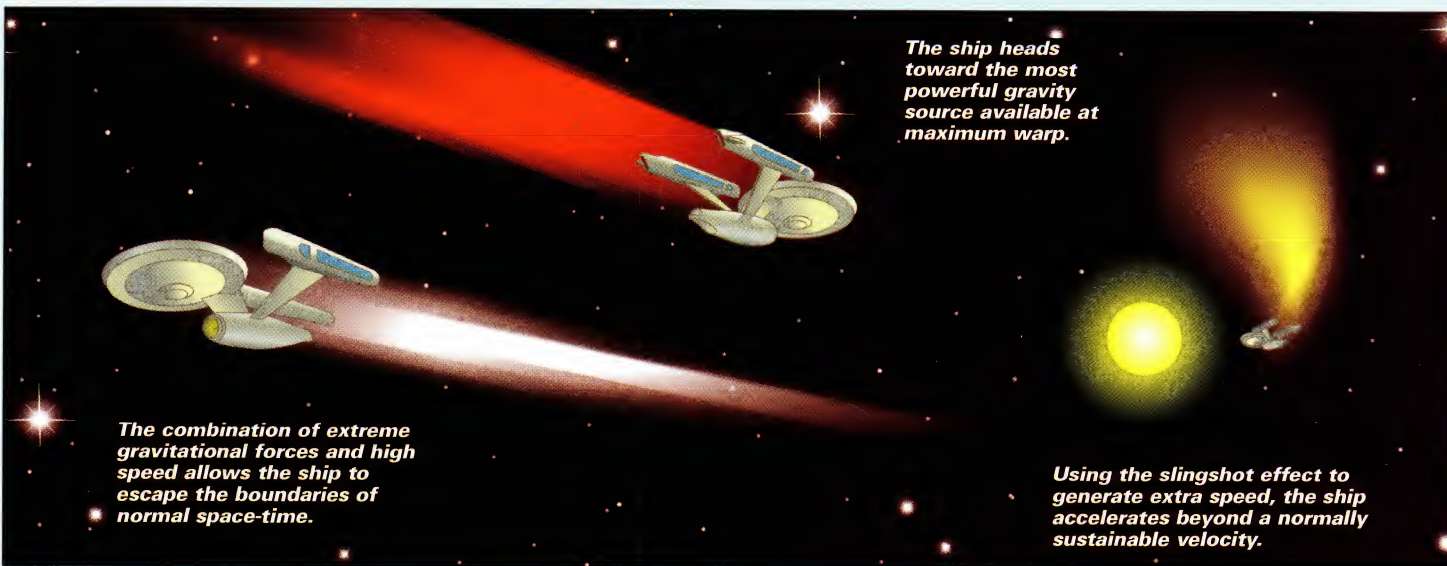
1. Plot a course for a broad time period so that accuracy is not so important.
2. Aim to arrive shortly before the time period needed, so that a margin of error is allowed.

Plan:

- Carry out your mission in the past and return to your own time using the same method – slingshotting around a high gravity source.

STARSHIP FACTS

- The **U.S.S. Enterprise NCC-1701** first travels back in time on **Stardate 3113.2**. On this occasion, the journey is accidental.
- Having discovered the method, the crew of the *Enterprise* later use it again to gather historical data on the 1960s period of Earth.
- **Admiral James T. Kirk** commands a **Klingon Bird-of-Prey** through the time barrier in 2286. The ship travels back to 1980s Earth.



The ship heads toward the most powerful gravity source available at maximum warp.

The combination of extreme gravitational forces and high speed allows the ship to escape the boundaries of normal space-time.

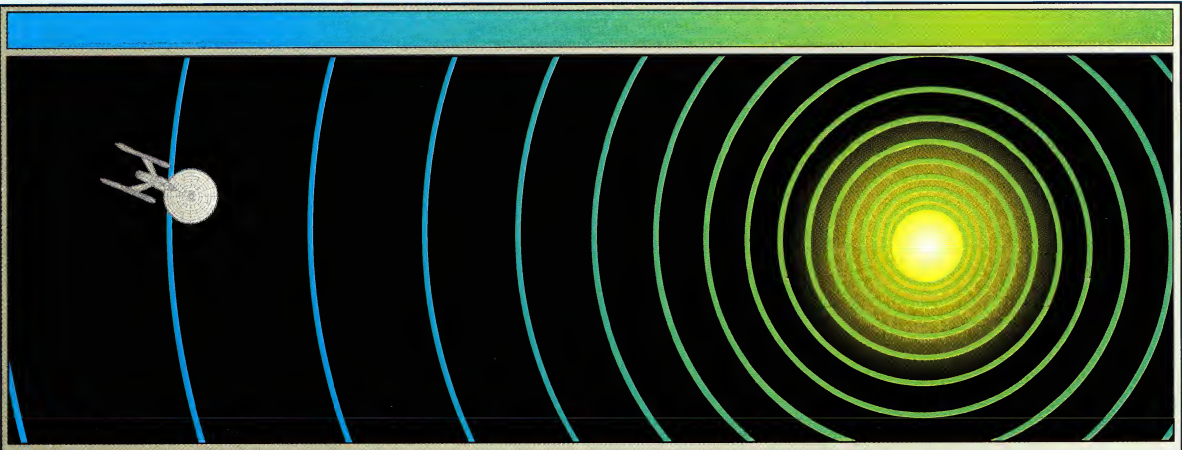
Using the slingshot effect to generate extra speed, the ship accelerates beyond a normally sustainable velocity.

▶ Using a powerful gravity source to time-travel is an extraordinarily complex maneuver. There is little margin for error, and the ship's mass and velocity need to be calculated precisely. However, for many years this is the only practical way of time-traveling.

USING GRAVITY TO TIME-TRAVEL: STEP BY STEP

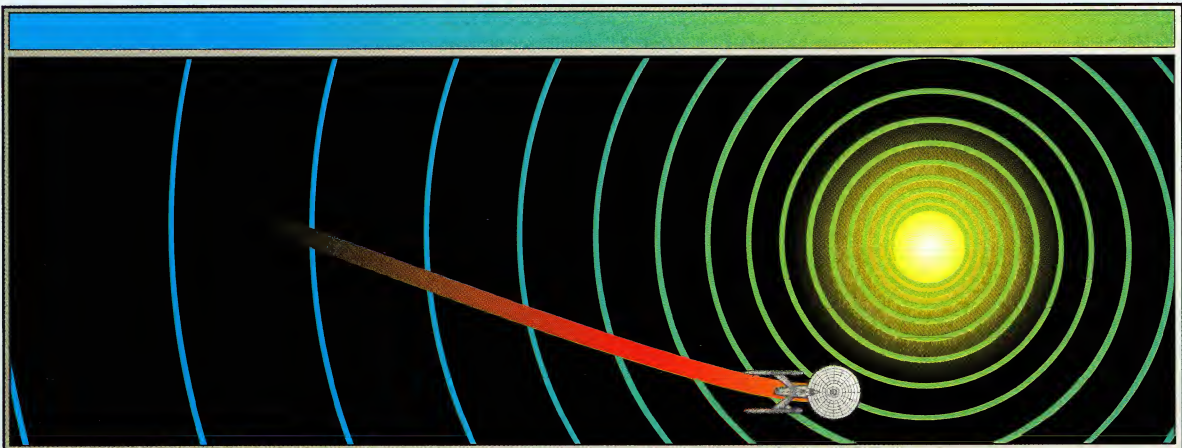
Traveling through time depends on the spacecraft building up more speed than is normally possible using its engines alone. The only known way to achieve this is to use the extreme gravity given out by either a star or a black hole to fling the vessel through the time barrier.

1: SELECTING A SOURCE



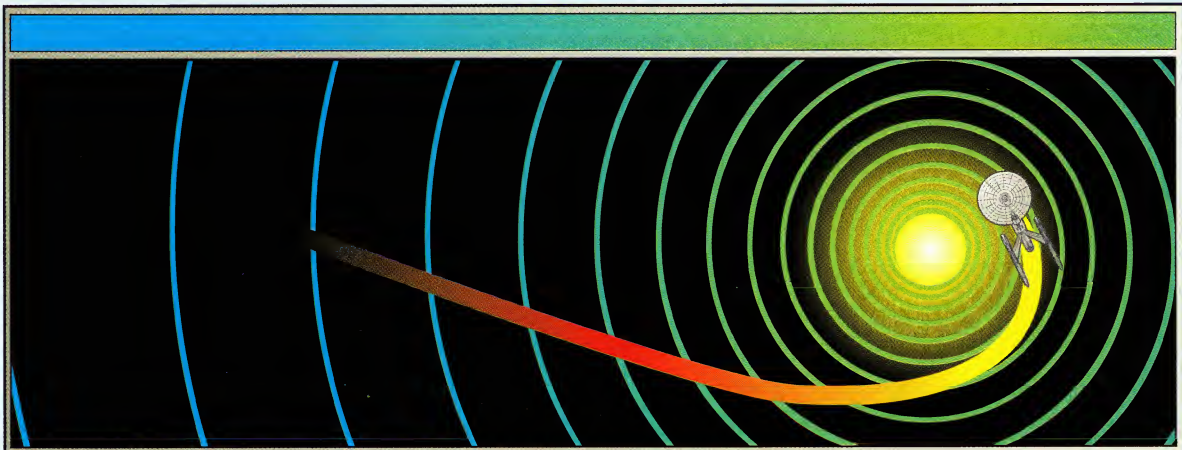
First, the ship has to locate a source of high energy. The two options available are either a black hole or a star, though both present very real dangers.

2: THE APPROACH



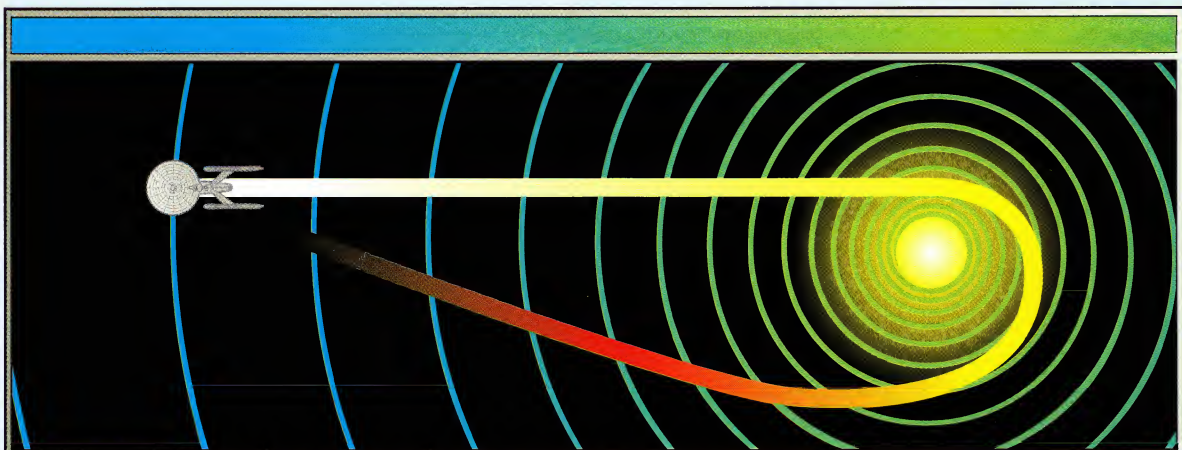
As the spacecraft approaches the star or black hole, calculations must be made with pinpoint accuracy. If not, the ship could be swallowed by the black hole or fried by the sun's heat.

3: THE SLINGSHOT EFFECT



As the ship passes around the center of the star or black hole, where the forces of gravity are at their most dense, it is flung away with extreme force and is in danger of breaking up.

4: TIME BARRIER BROKEN



The ship is flung away from the star at incredible speeds – enough to break through the space-time barrier and travel back in time. The same maneuver can also be used for the return journey.

FILE 34 THE KLINGON FLEET

K'mpec's Ship

The Klingon leader is also the Commander-in-Chief of this warlike race, and when he leaves Qo'nos he travels in one of the largest ships in the fleet — a *Vor'cha*-class Attack Cruiser.

Slowly dying from **Veridium Six** poisoning, the leader of the **Klingon High Council**, **K'mpec**, leaves the **Klingon** homeworld to seek out **Captain Jean-Luc Picard**. The vessel he uses is a **Vor'cha**-class Attack Cruiser. *Vor'cha*-class ships are among the most powerful vessels in the **Klingon Defense Force**.

K'mpec's Attack Cruiser is about three-quarters the length of the **U.S.S. Enterprise NCC-1701-D** and almost three times as long as the **D-7 battle cruiser** first seen by the **Federation** in 2268 (**Stardate 5027.3**). The outside of the ship is predominantly a pale green color, while the interior is, as is usual for Klingon craft, utilitarian, with muted colors, and a smoky atmosphere.

It is typical of the Klingons that, even in a time of peace, the head of state travels in a fighting ship. This class of ship is heavily armed with **disruptor cannons** and **photon torpedoes**, and is fitted with a **cloaking device**, which K'mpec uses even while traveling through friendly space.

There are several reasons behind the use of such a militaristic vessel. A Klingon leader always presents himself as a warrior, even if his achievements are principally political. Thus the heavily armed Attack Cruiser is a statement about K'mpec, and symbolizes his warlike nature. On another, more practical, level K'mpec has good reason to fear for his life.

The leader of the Klingon High Council is always open to a challenge which will lead to physical combat, and as a result he must be prepared to defend himself. In addition, at this point in time, the **Klingon Empire** is close to civil war. Although K'mpec knows he is dying, he cannot assume that there will not be a further attempt on his life. Thus using an Attack Cruiser and traveling cloaked are sensible precautions.

No compromise

Although the *Vor'cha* is used as a transport vehicle for high-ranking Klingon ambassadors and politicians, few compromises are made in its

Like all Klingon ships, K'mpec's **VOR'CHA**-class attack cruiser is first and foremost a fighting vessel: it is heavily armed, and has few of the comforts one would expect to find associated with a leader of K'mpec's status.

construction. Klingon vessels are designed as fighting ships and the comfort of the crew is not a consideration. Normally, Klingons sleep in cramped quarters which they share with crewmates.

K'mpec's quarters are considerably more comfortable than the average Klingon commander's, but by Federation standards they are far from palatial. His 'stateroom' is relatively large but extremely spartan. The walls are obviously unpainted panels like those in the rest of the ship, though they are hung with swords and a warrior's clothing. The lighting is subdued and there is a small area for discussions, with two chairs around a low table. K'mpec himself has a large chair in the center of the room that



K'mpec governs the Klingon High Council for longer than anyone in history. He rules the Klingons with a hand of iron, but has maintained peace for years.

K'mpec has summoned the two candidates to succeed him, Gowron and Duras, without Picard's permission. Their ships, the **BURUK** and the **VORN**, take up positions next to K'mpec's **VOR'CHA**-class Attack Cruiser, opposite the **ENTERPRISE**.



Ambassador K'Ehleyr sends Picard to the Attack Cruiser where K'mpec is waiting for him. The Klingon leader's quarters are a stark contrast to Picard's own ready room aboard the **U.S.S. ENTERPRISE**. The furniture is spartan and warlike, emphasizing that even in times of peace the Klingon leader is a mighty warrior.



K'mpec's Ship



▶ The **VOR'CHA-class Attack Cruiser** is one of the most impressive ships in the Klingon Defense Force. It is heavily armed, and its size and power reflect the importance of the Klingon Commander-in-Chief.



▶ On board the Attack Cruiser, K'mpec makes a historic request of Picard: he wants the captain to act as his **Arbiter of Succession**. Later, Picard must find out who has used poison to kill him.

reflects his position as the Klingon Commander-in-Chief.

K'mpec's ship successfully intercepts the *U.S.S. Enterprise*, and the Klingon leader calls Captain Picard to his quarters. The Attack Cruiser earns a place in history when K'mpec tells the human Picard that he is to be the **Arbiter of Succession** and will preside over the ceremony that will select the next leader of the High Council. No one who is not a Klingon has ever filled this role before, but K'mpec feels he cannot trust any member of the council, and he knows Picard to be a capable and intelligent mediator. K'mpec dies, leaving Picard to discover who has resorted to poison to kill the Klingon leader.

After K'mpec's death, Picard returns to the Attack Cruiser one more time to perform the **Sonchi ceremony**. According to Klingon tradition, those seeking to take K'mpec's place must prove that he is dead. The two candidates, **Gowron** and **Duras**, come aboard K'mpec's ship and perform the ceremony, which involves jabbing K'mpec's corpse with **painstiks**. The ceremony is completed quickly, but before the participants can leave the cruiser, there is an explosion that kills two Klingons.

Traitorous acts

Picard orders the next meeting to take place aboard the *Enterprise*. Following advice from **K'Ehleyr**, the **Federation** ambassador to the Klingon government, Picard invokes the **ja'chuq**, a lengthy ceremony that requires each of the candidates to recite his achievements. This gives the captain time to investigate the events on K'mpec's ship.

Both the candidates seem capable of planting the bomb. Gowron is an outsider who has

opposed the High Council and, before the **ja'chuq** begins, he privately offers K'Ehleyr a place on the Council if she suggests that Picard choose him as leader. From earlier experiences, Picard knows that Duras is capable of deceit and behaving dishonorably.

La Forge and **Data** finish analyzing the bomb and discover that it was triggered by a **molecular decay detonator** – a device used only by the **Romulans**.

Shortly afterward, **Dr. Crusher** discovers that one of Duras' men was carrying the bomb in his forearm. Meanwhile, K'Ehleyr discovers that Duras has concealed his father's crimes from the Klingon people and bringing dishonor to Worf's family. Realizing that K'Ehleyr can destroy him, Duras comes to her quarters on the *Enterprise* and kills her.

In anger and despair, Worf goes to Duras' ship and kills him with a **bat'leth** in a fair fight. In a way that no one could imagine, the new head of the Klingon High Council has been decided.

▶ **K'Ehleyr** is the **Federation** ambassador to the Klingon Empire. She offers Picard valuable advice about Klingon rituals. Although her father was a Klingon, her mother was human and she has little time for the Klingon obsession with honor.



▶ Even after K'mpec's death the Attack Cruiser has an important role to play. It is the venue for the **Sonchi ceremony**, and the place where Duras attempts to kill his rival using a bomb.



▶ When Worf learns that Duras has killed K'Ehleyr, he goes to Duras' ship and challenges his enemy to single combat. Worf wins and takes Duras' life ending his campaign to replace K'mpec.



▶ Gowron is an outsider who has often challenged the decisions of the High Council. He has a politician's brain, and is prepared to go to great lengths to become the ruler of the Klingon Empire.

FILE 43 STARFLEET PERSONNEL

Odo: Security Chief

Deep Space Nine is a dangerous place that requires an extremely high standard of security. In Odo, the station has the perfect Chief of Security. He is obsessed with order and is devoted to his job, which he has held under successive administrations.

Odo has been the **Chief of Security** on *Deep Space Nine* since the days of the **Cardassian** occupation.

He is first brought to *Deep Space Nine*, which is known as **Terok Nor** during the occupation, by **Gul Dukat**, who needs someone to investigate a murder. Odo has developed a reputation as a neutral arbiter, settling simple squabbles among **Bajorans**, and as he is neither Bajoran or **Cardassian**, he is able to achieve more than might otherwise be possible.

The man for the job

Odo's good police work prompts Dukat to keep him on the station as a security officer, and he is ultimately promoted to Security Chief.

Dukat trusts Odo because of his sincere interest in justice and the fact that he is immune to all temptations. Money, food, sex and the vices of most humanoids hold no interest for the shapeshifter.

Giving the job to Odo is also preferable to giving it to a more ambitious Cardassian, who might use the position to build a personal power base. And putting a Bajoran in the position is out of the question.

Odo finds his new role fulfilling as it satisfies his innate sense of order. Still an outsider with little status, he has no fear about sounding off on Cardassian injustice on **Bajor**.

Dukat is willing to risk the occasional instance where Odo's impartiality

A DIFFICULT JOB

Finding a role

Before he comes to **DEEP SPACE NINE**, Odo's life has been difficult. Since he was discovered he has been a curiosity. He has been studied by the Bajorans and forced to change shape for the entertainment of others. As the Chief of Security, Odo finally finds a role that satisfies his need for order. He even stays in the job when the Founders remove his ability to change shape.



SECURITY CHIEF

GIVEN NAME: Odo'ital

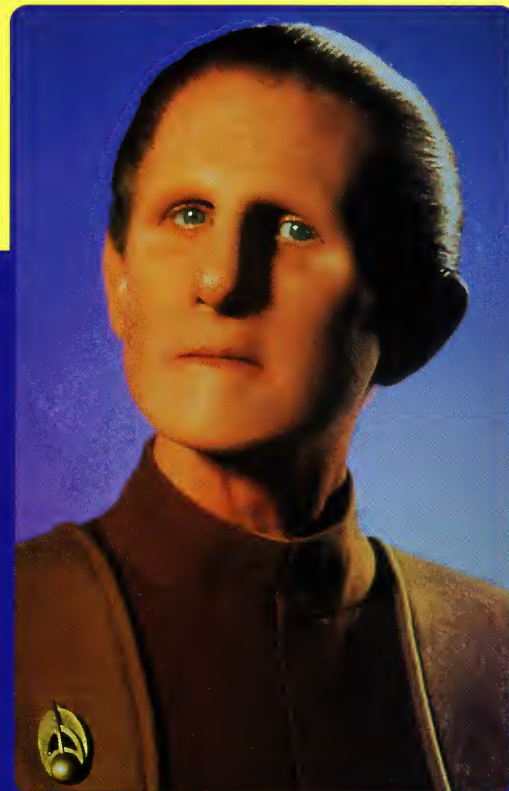
YEAR OF BIRTH: Unknown. The infant Odo is discovered by the Bajorans in 2337.

POSTING: Chief of Security on *Deep Space Nine*.

APPOINTED: 2365, under Cardassian administration. The appointment is subsequently confirmed by the new joint Federation/Bajoran administration in 2369.

SPECIAL ABILITIES: Odo is a shapeshifter.

STATUS: Odo serves in the Bajoran militia.



▲ Odo is completely devoted to his job. His shapeshifting abilities, his attention to detail, his suspicious nature and his overriding sense of order make him the ideal Security Chief for **DEEP SPACE NINE**.

▶ Beginnings

Gul Dukat first turns to Odo to solve a murder on **TEROK NOR**. The shapeshifter's impartiality makes him an ideal candidate for the job. Dukat is impressed by Odo's performance and, realizing that he has a real talent for the work, promotes him to Chief of Security.



▼ Center of operations

Odo runs the station's security operation from his office on the promenade. A small group of holding cells is nearby.



◀ New administration

Odo is retained as Chief of Security when the Federation takes over the administration of the station. He quickly becomes a trusted member of Sisko's staff.

◀ Constant struggle

Throughout his time on **DEEP SPACE NINE**, Odo has had to deal with Quark. Both of them take great pleasure in trying to defeat the other, and despite an initial uneasy friendship they remain totally at odds with each other.



Odo: Security Chief



▲ **Odo pays careful attention to all the visitors to the station, and is quick to respond to any problems. Few criminals escape his notice.**

conflicts with Cardassian political interests on the station.

By 2367, Odo is made an officer of the Cardassian court to testify in criminal cases – a title which is never revoked.

Odo maintains such a high reputation for fairness that, even after the Cardassian withdrawal from Bajor in 2369, he is retained as Security Chief of the newly renamed *Deep Space Nine*.

During the chaos that follows the withdrawal, Odo clearly sees himself as a much-needed preserver of law and order. He bans anyone from carrying weapons on the promenade, and



▶ **As Chief of Security, Odo is in charge of Starfleet officers and Bajoran deputies. He sometimes feels that Starfleet places unrealistic restrictions on his ability to maintain effective security.**



uses his shapeshifting abilities to apprehend those who break the rules. The new commander of *Deep Space Nine*, **Benjamin Sisko**, appreciates Odo's abilities and offers him his complete support.

Under **Federation** administration, Odo continues to be an invaluable member of the station's staff. His job is considerably more complicated.

In addition to the normal illegal activities that are common on any busy space station, Odo has to deal with Bajoran factions who are unhappy about their planet's relationship with the Federation, Cardassian undercover operations, security for important visitors to the station, the threat posed by hostilities with the **Dominion** and with the **Klingon Empire**, and the activities of the **Maquis**, a group of renegades who object to their treatment under a Federation treaty with the Cardassians.

◀ **Odo keeps a close eye on Quark and the other Ferengi on the station. The Ferengi desire for profit often brings them into conflict with Federation laws.**

▼ **DEEP SPACE NINE has often been a target for terrorist attacks and the venue for assassination attempts.**



Odo rises to meet the challenge. He has extraordinary awareness of detail, which seems to be related to his ability to change shape, and maintains contacts in the Cardassian hierarchy that enable him to uncover vital information that would not be available to a Federation or Bajoran officer.

Getting the job done

Odo is more than willing to bend the rules to do his job, and plants a number of hidden surveillance devices on the station. He pays particular attention to **Quark**, the station's **Ferengi** barman, who often engages in illegal activities. Odo also uses his shapeshifting abilities to conceal himself, gaining priceless information.

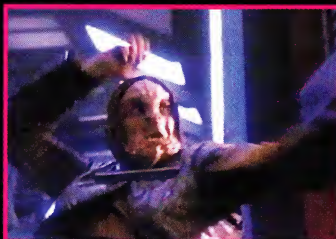
Odo makes a careful study of all new arrivals to the station, ensuring that nobody with a criminal record escapes his notice. He is exceptionally thorough and, as a matter of course, never accepts the first explanation offered to him.

Even when he temporarily loses his ability to change shape, Odo continues in his post and proves that his other abilities make him more than equal to the job.

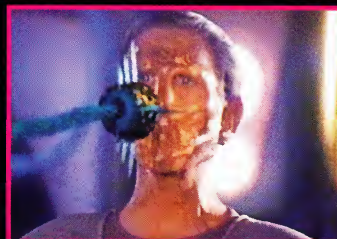
"No Starfleet officer can do the job you do."

— Sisko to Odo

SHAPESHIFTING



★ **Odo catches a criminal in the act, but the felon makes the unwise decision to resist arrest and attacks Odo.**



★ **As the weapon approaches, Odo stands his ground, and allows his head to revert to its natural state.**



★ **As Odo's natural form is liquid, the projectile passes harmlessly through his head, leaving him unharmed.**



★ **The weapon embeds itself in a metal post. Anyone else would have been killed by the attack.**



★ **Odo begins to resume a human form. If he chose to, he could change shape into something more dangerous.**



★ **Within seconds, Odo has returned to his humanoid shape, and is ready to arrest his attacker.**

FILE 43 STARFLEET PERSONNEL

Lt. Commander Shelby

Lieutenant Commander Shelby is one of the most promising officers in Starfleet. She transforms Starfleet Tactical's response to the Borg, and when the *U.S.S. Enterprise NCC-1701-D* detects signs of Borg activity she is thrust into the front line.

OTHER CARDS IN THIS FILE...

- 4 MR. SPOCK
- 27 JEAN-LUC PICARD
- 28 WILLIAM RIKER
- 29 DATA
- 32 WORF
- 44 CAPTAIN JELICO
- 52 CHAKOTAY

After the *U.S.S. Enterprise NCC-1701-D* first encounters the Borg in 2365, Lieutenant Commander

Shelby is assigned to the task force at Starfleet Tactical. When she arrives, theories abound on the Borg and how to defeat their superior weapons. Shelby distinguishes herself by consolidating the Federation data, reviewing reports, and proposing various strategies, including designing new weapons.

When the *Enterprise* discovers evidence of an attack by the Borg on the

Federation colony Joutet IV in 2366, Admiral Hanson assigns Shelby to the *Enterprise*.

Ambitious officer

Shelby has her own reasons for wanting to be on the *Enterprise*. She's heard rumors that Commander William Riker has been offered the command of the *Excelsior*-class *U.S.S. Melbourne NCC-62043* and she plans to be his replacement. Shelby is so confident and sure of her abilities, she bluntly informs Riker she wants his job. Without much regard for the Commander's rank, she

PROFILE ON SHELBY

NAME: Shelby

LIFE FORM: Human female

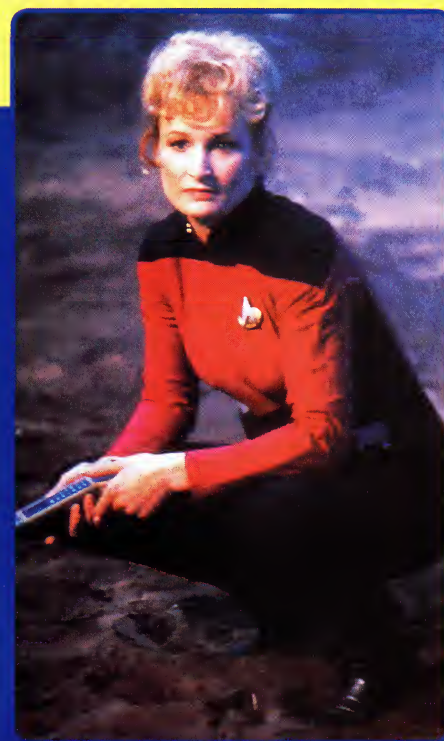
RANK: Lieutenant Commander

POSTINGS: Starfleet Tactical
U.S.S. Enterprise NCC-1701-D
Starfleet Headquarters, attached to task force to rebuild the fleet following the Battle of Wolf 359.

REMARKS: Lt. Commander Shelby is one of Starfleet's foremost experts on the Borg. Her performance at Starfleet Tactical earns her enormous respect.

During the Borg attack in 2366, Shelby is temporarily made William Riker's First Officer aboard the *U.S.S. Enterprise*, where she again distinguishes herself.

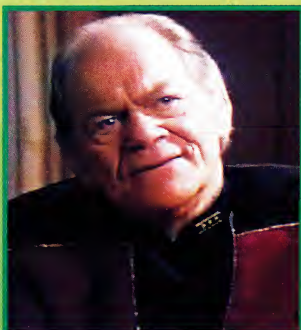
FIRST SEEN: 'The Best of Both Worlds'



▲ Shelby is assigned to the Borg task force at Starfleet Tactical, where she rapidly earns a reputation for efficiency and becomes Starfleet's Borg specialist. However, until 2366 she has never faced the enemy.

BORG SPECIALIST

★ Admiral's support
Admiral Hanson is enormously impressed by Lieutenant Commander Shelby, who has transformed Starfleet's response to the Borg threat. He warmly recommends her to Captain Picard, suggesting that she would make an excellent replacement for Riker.

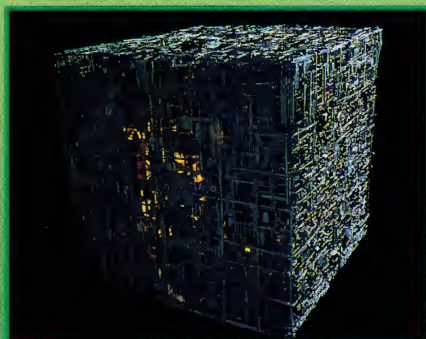


★ Important evidence

Shelby's analysis confirms that the Borg have returned. However, she beams down to the planet without authorization, annoying Riker.

★ Meeting the enemy

Shelby finally gets to see the Borg up close when she leads an away team to the BORG CUBE. Later, she commands the saucer section in an attack on the Borg.



★ Relentless foe

Starfleet hopes that Shelby's expertise will help the *U.S.S. ENTERPRISE* to overcome the powerful Borg.



Lt. Commander Shelby

proceeds with her investigations in a manner that annoys Riker.

Shelby may have enormous potential as an officer, but she fails to give due consideration to those around her. She's willing to push the crew to exhaustion and beyond, and when Riker rejects her plan to separate the saucer to give the Borg two targets, she goes over his head and speaks directly to the captain. Infuriated, Riker tells her differing opinions are fine, but if she pulls another stunt like that she'll wish she was a

cadet again. Undaunted, Shelby returns the challenge, taunting Riker that he's grown soft and likes to play it safe – too safe for her tastes. Riker must exercise a firm hand, patience, and his full authority to keep her from running roughshod over everyone.

Growing relationship

Gradually, as the Borg crisis deepens and the two rivals continue to work together, Shelby comes to respect Riker's command decisions. At times,

though, she still appears to be chomping at the bit. Riker realizes that, although Shelby takes the initiative too easily, when it comes to the Borg she's the best chance for the *Enterprise*. **Captain Picard** reminds his first officer that he was every bit as impatient, rash and ambitious as Shelby when he first came aboard years ago.

In dire situations, however, Shelby is a good officer and follows Riker's commands to the letter. When the Borg capture Picard and assimilate him, Riker is given a field promotion to captain and he makes Shelby his second-in-command.

Under pressure, Shelby performs admirably. When Riker sends her to retrieve Picard from the Borg and stop their ship, she follows his directions, risking none of her away team. Unable to save Picard, Shelby isn't able to mask her disappointment at her failure. Ironically, it is Riker who assures

her that she did the best possible job under the circumstances.

As the crew races to save Picard and Earth, Shelby and Riker settle into a working relationship that is efficient and innovative. She follows his orders and he listens to her suggestions. During an attack on the Borg, Shelby even commands the saucer section, while a small team rescues Picard.

After the Borg are finally defeated, Shelby is offered a position at **Starfleet Headquarters** on a task force to rebuild the fleet destroyed fighting the Borg. Before she leaves the *Enterprise*, she tells Commander Riker that she hopes she has the fortune of serving with him again – and she means it. While aboard the ship, Shelby has learned to temper her enthusiasm with wisdom, and her ambition with an understanding of others. She's taken that first step toward the command position she's striving for.



★ **Ambitious**
Shelby is determined to get ahead. She sees the U.S.S. ENTERPRISE's first officer Riker as an obstacle, and feels that he is over-cautious. She tells him that she means to have his job, and fails to respect the chain of command.



★ Confident

Shelby is at her best when she is under pressure. She and an away team mount a daring raid on the **BORG CUBE** that ultimately proves vital to Starfleet's victory. Even surrounded by the Borg, Shelby remains calm and confident.



★ **In charge**
With Picard gone, Riker is appointed Captain. His first act is to make Shelby his first officer. During the ENTERPRISE's attack on the Borg, Shelby is given command of the saucer section, and proves herself an able officer.

"Keep your eye on her, Jean-Luc — she's one very impressive young lady."

— Admiral Hanson

ALL'S WELL THAT ENDS WELL



★ Captains courageous

Captain Picard is delighted to be restored to his position on the U.S.S. ENTERPRISE, and is enormously impressed by Acting Captain Riker and his first officer, Lt. Commander Shelby.



★ New challenge

The U.S.S. MELBOURNE is destroyed at the Battle of Wolf 359, leaving Riker without a ship to command. Shelby is assigned to a task force which has been given the task of rebuilding the shattered fleet. Her experiences on the U.S.S. ENTERPRISE have shown Lt. Commander Shelby to be an exceptional officer.

Romulan Disruptor: Hand Weapon

The standard issue weapon of the Romulan military is the **disruptor**, a powerful and deadly device that can easily destroy most organic life forms. Although its technology is different to **Starfleet** issue **phasers**, its effects are similar.

Disruptors are directed-energy weapons that are favored by the **Romulans**. **Warbirds** and smaller scout vessels are armed with massive disruptor batteries. The hand-held disruptor is the all-purpose hand weapon of the **Romulan Star Empire**, and is equivalent to the **Starfleet phaser**. Like a phaser, it can be set for lighter or more severe settings.

The handheld disruptor is used by all Romulan personnel, from security guards

watching prisoners to Romulan stormtroopers. It seems that Romulan personnel are almost always armed: in 2368, **Ensign Ro Laren** encounters a Romulan officer who is armed while performing an experiment with an **interphase generator** on his own ship.

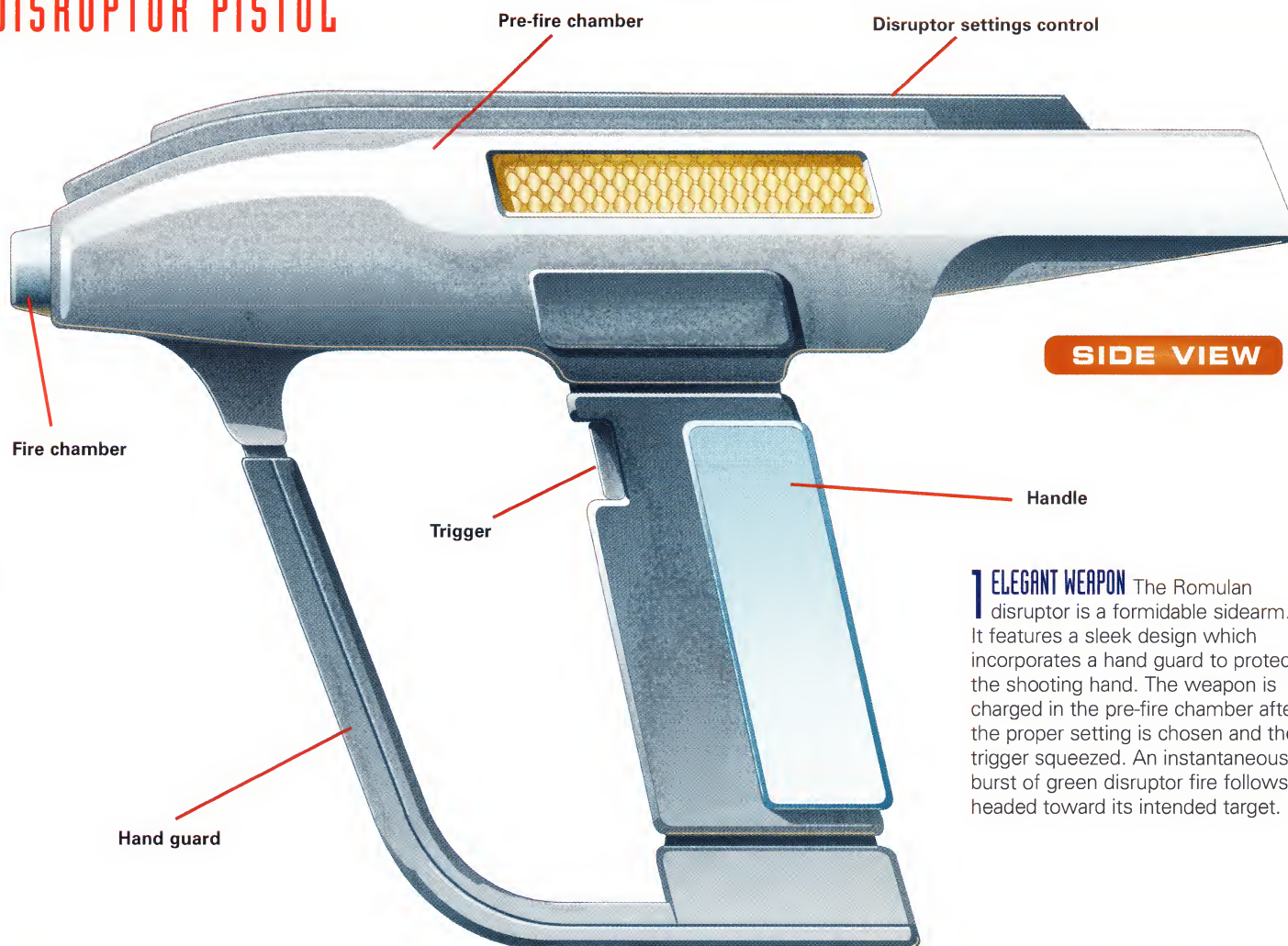
Design

The disruptor pistol is a little larger than a hand phaser, and features a combination grip and hand guard that is made up of a single solid piece. A larger disruptor rifle, which is a little

▼ **Lieutenant Commander Data** is on the wrong end of a Romulan disruptor in 2368. **Data** and **Captain Picard** are caught on **Romulus** looking for **Spock** when they discover a covert plot to destabilize **Romulan/Vulcan** peace moves.



DISRUPTOR PISTOL

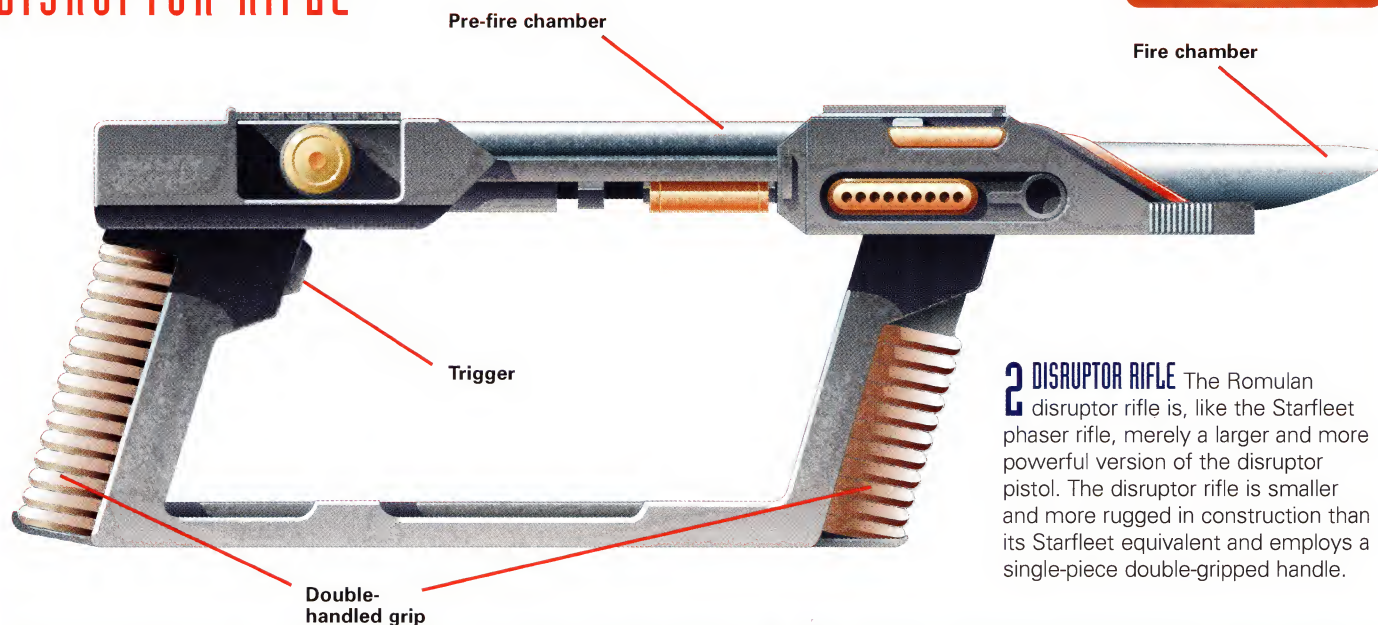


1 ELEGANT WEAPON The Romulan disruptor is a formidable sidearm. It features a sleek design which incorporates a hand guard to protect the shooting hand. The weapon is charged in the pre-fire chamber after the proper setting is chosen and the trigger squeezed. An instantaneous burst of green disruptor fire follows, headed toward its intended target.

Romulan Disruptor: Hand Weapon

DISRUPTOR RIFLE

SIDE VIEW



2 DISRUPTOR RIFLE The Romulan disruptor rifle is, like the Starfleet phaser rifle, merely a larger and more powerful version of the disruptor pistol. The disruptor rifle is smaller and more rugged in construction than its Starfleet equivalent and employs a single-piece double-gripped handle.

longer than a man's forearm and has a similar design with an extended midsection, is also standard issue. These rifles are light and portable, and are often carried by Romulan security officers.

Klingon directed-energy weapons are also known as disruptors, but it is assumed that the two empires developed their technology independently.

While the disruptor beam fired by Romulan ships seems to be made up of short bursts, the narrow beam of the hand weapons appears continuous. Both beams are a characteristic green in color. An item struck by the beam will show an antiproton residue that will linger for several hours.

When the disruptor is set on overload, a band on the side of the weapon glows with a green light similar to that which is a characteristic of its focused and directed-energy beam. After a few seconds, the disruptor will explode.

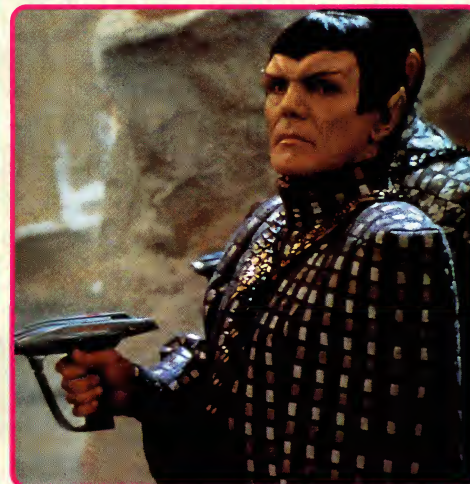
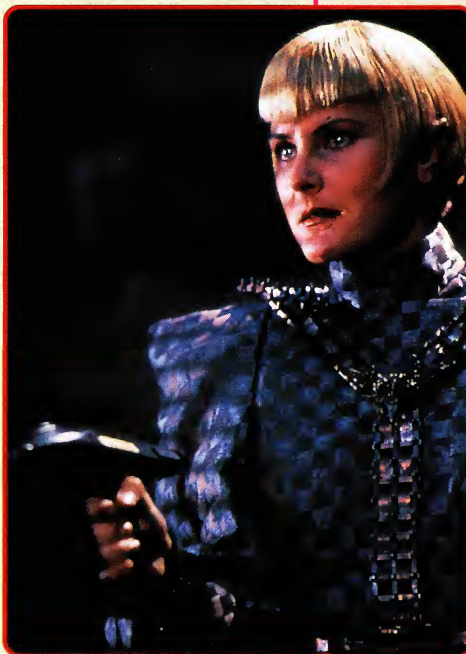
Romulan secrecy

The Romulans are known for defending their secrecy. The only time they share their technology with the Federation is when they loan a cloaking device to *Deep Space Nine's* defensive ship, the *U.S.S. Defiant*. The main objective is to protect **Alpha Quadrant** incursions by the **Dominion**. Romulan disruptor weapons, quantum singularity propulsion and transporter technology all remain unavailable for Federation inspection.

The Romulan Star Empire has attained roughly the same level of technology as the Federation; the disruptor is a parallel development of the phaser. Both weapons are easily carried, have a variety of settings, and can prove deadly. Romulan culture, however, means that disruptors are a common sight.

▶ *Whereas Klingon disruptors look aggressive, Romulan weapons are built to be functional, not impressive. The Romulans have designed a weapon that is lightweight and has a simple design. However, it is just as deadly as its Klingon counterpart.*

▼ *The Romulan commander Sela is a powerful member of the dreaded Romulan security force, the Tal Shiar. Sela is not afraid to use a disruptor even on people who were among her mother Tasha Yar's closest friends.*



▲ *The hand-held disruptor is sleek and metallic in design, and incorporates a distinctive handguard for extra protection.*

'The Galileo Seven'

When the *Galileo* shuttlecraft crashlands on a hostile planet, Mr. Spock has to take on the responsibility of command. Surrounded by violent aliens and with time running out, he must use all of his powers of logic to repair the shuttle and contact the *U.S.S. Enterprise NCC-1701*.

CAPTAIN'S LOG STARDATE: 2821.5

"En route to Makus III with a cargo of medical supplies. Our course leads us past Murasaki 312, a quasar-like formation ... vague ... undefined ... a priceless opportunity for scientific investigation. On board is Galactic High Commissioner Ferris, overseeing the delivery of the medicines to Makus III."

En route to **Makus III** to deliver medical supplies, Captain Kirk sends the *U.S.S. Enterprise NCC-1701's* shuttlecraft, the *Galileo*, to investigate a quasar-like formation named **Murasaki 312**.

The *Galileo* is affected by the formation, which pulls the shuttle off course. The entire sector is ionized and the *Enterprise's* scanners are useless. The medical supplies are needed urgently, and Kirk only has 48 hours to find the *Galileo*.

The shuttle crashes on **Taurus II**. **Spock** assigns **Mr. Scott** to carry out repairs, and sends two crewmen to scout the planet. Scotty reports that to make escape velocity, the weight of the shuttle and her crew must be reduced by 500 lbs. The two scouts are attacked by huge creatures, and one man is killed.

Back on the *Enterprise*, **Uhura** pinpoints Taurus II as the only nearby planet capable of sustaining human life.

Logical risk

Even with one less crew member, the *Galileo* is still too heavy. When Spock refuses to participate in the burial and concentrates on repairs, tension mounts among the crew. Then disaster strikes. A fuel line breaks, and they lose all hope of leaving the planet's surface. The crew's phasers are the only thing keeping the primitive creatures at bay. But when Scotty announces he can adapt the phasers as a fuel source, Spock sacrifices their only means of defense for the chance of escape.

A crewman is killed by the creatures and Spock retrieves the body, placing his own life at risk. He is puzzled that his logical methods have failed. The *Galileo* finally makes orbit. But it is too late, as the *Enterprise* is forced to continue its original mission. In desperation, Spock jettisons the fuel and ignites it, hoping it will work as a flare to attract the slowly departing *Enterprise's* attention. It does, and they are rescued just in time. Later, Kirk teases Spock about his very human act of desperation.

STARSHIP FACTS

Murasaki 312 is still being studied in 2367, when the *U.S.S. Enterprise NCC-1701-D* scans the formation.

ON SCREEN...



1 Captain Kirk has standing orders to investigate quasar-like formations such as Murasaki 312. With time to spare, he sends a party to examine the formation.



2 Galactic High Commissioner Ferris objects to Kirk's plan to search for the missing crewmen. He insists that nothing is as important as the mission to Makus III.



3 The *GALILEO* has been badly damaged by Murasaki 312. The crew can see no way of leaving the planet without reducing the weight of the shuttlecraft.



4 The native inhabitants of Taurus II are extremely primitive and violent. They attack the party from the *U.S.S. ENTERPRISE* without any provocation.



5 Spock must take a calculated risk. The *GALILEO* has a very limited fuel supply; if he uses it to signal the *ENTERPRISE* there will be no second chances.



6 Spock's gamble pays off, and the *ENTERPRISE* detects the *GALILEO's* flare at the last possible moment. The Vulcan First Officer has passed an important test.

'Court Martial'

Arriving at *Starbase 11*, Captain Kirk finds that he must face a court martial for the death of Ben Finney. But how can he convince anyone of his innocence, when the *U.S.S. Enterprise's* records clearly show that he is guilty?

After a severe ion storm kills a member of the *U.S.S. Enterprise NCC-1701* crew, Captain Kirk stops at *Starbase 11* for repairs. On the Starbase, **Commodore Stone** finds a discrepancy between Kirk's logs and the ship's computer records. As a result, Kirk becomes the first **Starfleet** captain to face a court-martial.

At the trial, Kirk explains that he and the dead man, **Ben Finney**, had once been friends. Finney even named his daughter after Kirk. But when the two men served on the *U.S.S. Republic NCC-1371* Kirk had reported Finney for negligence, damaging his career prospects. Though he had never forgiven Kirk, Finney had agreed to serve with him on the *Enterprise*.

Just before the ion storm, Kirk sent Finney into the sensor pod. When the *Enterprise* went on yellow alert, he warned Finney to leave the pod. Then, Kirk claims, he put the ship on red alert, and gave Finney more time to leave, before he was forced to eject the pod. However, the computer records show that Kirk jettisoned the pod while the ship was still on yellow alert.

Conclusive evidence?

Kirk is represented by the eccentric, but brilliant, **Samuel T. Cogley**. At the trial, a visual log is shown that damns the captain. Meanwhile, **Spock** discovers the *Enterprise's* memory banks have been altered. Since only he, Kirk and Finney have the ability to alter the ship's records, he concludes Finney is not dead after all. The entire court moves aboard ship and the rest of the *Enterprise's* crew leave. The computer, using its auditory sensor, isolates Finney's heartbeat, proving he is still alive.

Kirk tracks Finney down in Engineering and confronts him. Finney has been driven insane by jealousy, and is determined to destroy Kirk. But when he learns his daughter is aboard, Finney confesses to his sabotage and Kirk overpowers him.

CAPTAIN'S LOG

STARDATE: 2947.3

"We have been through a severe ion storm. One crewman is dead ... Ship's damage is considerable. I have ordered a non-scheduled layover at Starbase 11 for repairs ... A full report of damages was made to the Portmaster of Starbase 11, Senior Captain Stone."

ON SCREEN...



1 Because of damning evidence in the *U.S.S. ENTERPRISE's* computer logs, Captain James T. Kirk must face a Starfleet court, which is trying him for negligence.



2 Ariel Shaw is the prosecuting attorney with the Judge Advocate General's office at *STARBASE 11*. She is also one of Captain Kirk's old flames.



3 At the trial, Kirk's version of events is completely different to the computer records. The odds are against the *ENTERPRISE's* captain.



4 Kirk's lawyer, Samuel T. Cogley, is an old-fashioned man who places little faith in computers. His knowledge of obscure laws saves Kirk.



5 Cogley brings the court-martial proceedings to the bridge of the *ENTERPRISE*, insisting that Kirk has the right to confront his accuser.



6 Ben Finney's obsession with Kirk has driven him insane. He blames his former friend for his own failings, and is determined to ruin Kirk's career.

STARSHIP FACTS

⚓ Captain Picard also faces a court-martial for the loss of the *U.S.S. Stargazer NCC-2893*. Like Kirk, he is cleared of any wrongdoing.



'Heroes and Demons'

When a holodeck program starts converting *U.S.S. Voyager* crew members into energy, only one person can investigate. To save his missing companions, the Holographic Doctor must enter an ancient world and confront the monstrous Grendel.

CAPTAIN'S LOG
Stardate 48693.2

"We've altered course to investigate some unusually intense photonic activity in a nearby photostar. Lieutenant Torres and I are beaming aboard samples for further analysis."

Captain Janeway and B'Elanna Torres are bringing some samples of photonic energy aboard the *U.S.S. Voyager NCC-74656*. Janeway wants Kim's help, but the computer reports that he is not aboard the ship.

Harry was in the holodeck and his program, which is based on 'Beowulf', is still running. Chakotay and Tuvok discover that the program is malfunctioning and that the characters cannot be deleted. They make their way to a Viking hall, where they learn that Beowulf, played by Harry, has been killed by the monster Grendel. Scans show that Harry may have been converted into photonic energy, and when Grendel reappears, Chakotay and Tuvok vanish.

Dr. Schweitzer

Since he will be safe on the holodeck, the Doctor is sent to investigate. He soon meets Freya, a Viking shieldmaiden who is standing guard. He tells her that he is called Schweitzer, and she takes him to the hall.

After fighting off a challenge from a Viking called Unfirth, the Doctor is allowed to wait for Grendel. That night Freya comes to him and offers to keep him warm. As soon as she has left, Grendel arrives. Grendel is really some form of photonic energy which attacks the Doctor, tearing off his arm before Tom Paris can transfer him to sickbay.

B'Elanna discovers that the photonic energy is sentient. Grendel is the physical manifestation of the photonic life forms who are trying to rescue the 'sample'. The Doctor, who has been repaired, suggests exchanging the sample for the missing crew members and returns to the holodeck.

Freya is delighted to see the Doctor, but Unfirth tries to stop him. In the battle Freya is killed and Unfirth takes the sample, but the Doctor pursues him and recovers it. When 'Grendel' arrives, the doctor releases the sample. In return, the photonic life forms restore the puzzled crew members to their physical forms.

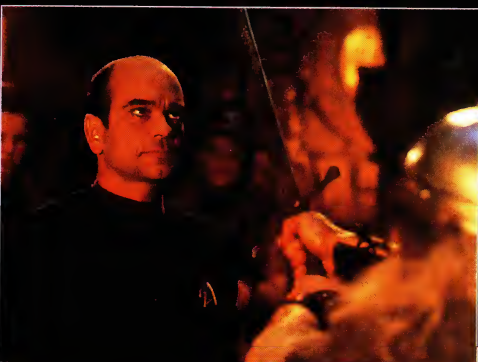
ON SCREEN...



1 Tuvok and Chakotay enter the holodeck to investigate Harry Kim's disappearance. The holodeck is malfunctioning, and Harry seems to have been converted into energy.



2 The Doctor is intrigued by the holographic recreation of this primitive world. He soon wins Freya over, and she takes this master of herblore to the Great Hall.



3 Unfirth challenges the Doctor to fight. But in the holodeck the Doctor can control his density, and he allows the sword to pass harmlessly through him.



4 The Doctor returns to the holodeck with the captive sample. He tells his friend, Freya, that it is a talisman he will use to defeat the monster Grendel.



5 Freya dies fighting to protect her beloved Schweitzer. In her last moments, the Doctor kneels by her side before this holographic warrior leaves for Valhalla.



6 The Doctor releases the 'sample'. The VOYAGER crew had not realized that the photonic energy was sentient. Grendel responds by restoring the missing crewmen.

STARSHIP FACTS



'Beowulf' is an epic Viking poem written in the 10th century. In the original version, the heroic Beowulf tears Grendel's arm off.



'Cathexis'

As the *U.S.S. Voyager NCC-74656* prepares to enter a dark-matter nebula, the crew start to behave strangely. Janeway must act quickly to save her ship, but with her most valued officers out of control, who can she trust?

'CATHEXIS'

"We were hit by an energy discharge which penetrated our shields and filled the cabin. Commander Chakotay lost consciousness immediately and I was barely able to activate the autopilot before I was overcome as well."

— Tuvok

Tuvok and **Chakotay** return to the *U.S.S. Voyager NCC-74656* in a shuttle. They have both been injured. Tuvok only has a concussion, but something has drained all of Chakotay's bioneural energy, leaving him brain-dead. Tuvok explains that a ship attacked them near a dark-matter nebula.

Janeway sets off for the nebula, but before they arrive, **Paris** tries to alter course and **B'Elanna** crashes the computers. Neither officer can remember what they've done, so Janeway sends them to sickbay.

Alien presence

The **Doctor** discovers that something had possessed Tom and B'Elanna. Because any other member of the crew could also be possessed, Janeway transfers her command codes to the Doctor. **Kes** can feel a presence and Tuvok takes her away to attempt a **mind-meld**, but shortly afterward she is found unconscious. Meanwhile, B'Elanna suggests using a **magneton flash scan** to detect the intruder.

Later, Janeway learns that the Doctor has been deactivated, forcing the command codes to revert to her. She is about to split the codes up when something possesses her and she attacks Tuvok. After a brief fight, Tuvok stuns the rest of the bridge crew.

B'Elanna tells Janeway that the shuttle's logs have been wiped. There was no other ship. Janeway attempts to change course away from the nebula, but Tuvok pulls his phaser and orders them to continue. He has been possessed by aliens who want to feed on the crews' neural energy. As *Voyager* enters the nebula, B'Elanna ejects the warp core, using Chakotay's authorization codes. Janeway activates the magneton scan and the alien presence leaves Tuvok. Chakotay, who has been possessing the other crew members, possesses Neelix and uses his medicine wheel to guide the crew through the nebula. When they are clear, the Doctor manages to reintegrate Chakotay's mind with his body.

ON SCREEN...



1 The Doctor informs Janeway and Tuvok that something has drained Chakotay's neural energy. Without more information, there is nothing he can do.



3 The intruder could take possession of any member of the crew. With paranoia building, Captain Janeway transfers her command codes to the Doctor.



2 The Doctor understands Chakotay's medicine wheel, and knows how to use it, but tells B'Elanna that it will not work in these circumstances.



4 Kes is found unconscious, but unlike Chakotay, her neural energy is untouched. In fact, she is the victim of a Vulcan nerve pinch.



5 Chakotay takes command of Janeway's body and tries to overcome Tuvok. The Vulcan officer is under the control of the aliens, who are luring the crew into danger.

STARSHIP FACTS



It would take 10 hours to explain how the Doctor returns Chakotay's consciousness to his body.

STAR TREK: FIRST CONTACT Part 4

Things look bad for the *U.S.S. Enterprise NCC-1701-E* and her crew. The Borg have established a base in Main Engineering, and Lily has Picard at gunpoint. Meanwhile, on the Earth's surface, Geordi La Forge must deal with the reality behind the myth of Zefram Cochrane.

FIRST CONTACT

"It's just a little hero-worship Doc. I can't say I blame them. We all grew up hearing about what you did here ... or what you're about to do here. And you know, I probably shouldn't be telling you this but ... I went to Zefram Cochrane High School."

— Geordi La Forge to Zefram Cochrane

The situation on the *Starship Enterprise* is critical. The Borg are capturing and assimilating Starfleet crew members left and right, and are firmly in control of Decks 26 to 11, more than half the ship. At least Lieutenant Commander Worf is still in command of the Bridge, where he is trying to discern the Borg's tactical plans.

Captain Picard leads Lily to the Umbilical Docking Port, where he tries to explain the situation in terms that she will understand – referring to the Borg as a 'faction' from the Third World War. But that doesn't help: she is still nervously fingering the phaser. So he opens a portal, revealing the Earth far below. Lily is stunned: she really is on a spaceship orbiting the planet.

Picard introduces himself as a friend, and she finally trusts him enough to give his weapon back. Now he has to explain that he and his ship are actually from the future ...

Deep in the Borg Hive in Engineering, Lieutenant Commander Data watches as snaking conduits and hoses lower the Borg Queen's head and upper torso down from the ceiling and into a waiting body. Data's android mind tries to grapple with the apparent contradiction of an individual Borg, but the Queen – frighteningly alluring – tells him, simply, that *she* is the Borg. "I am the beginning, the end, the one who is many."

Seducing the android

The Queen promises Data that she can fulfill his desire to evolve toward a state of perfection. Data is impassive. He believes that the Borg have nothing to offer, and he tells her that he will not surrender the command codes. After remotely activating his emotion chip, the Queen shows him a small patch of organic skin that has been mechanically grafted onto his endo-skeleton. Leaning close, she blows on the skin – and it ripples with goose bumps. Data shivers in response, unable to hide his pleasure at the stimulation. The Queen smiles in triumph at this android arousal.

Meanwhile, Lily is reeling from Picard's explanations about the Federation, the Borg, and the highly evolved state mankind has reached in the 24th century, all as they move into a Borgified corridor. Gingerly, Picard leads her through the zombie-like

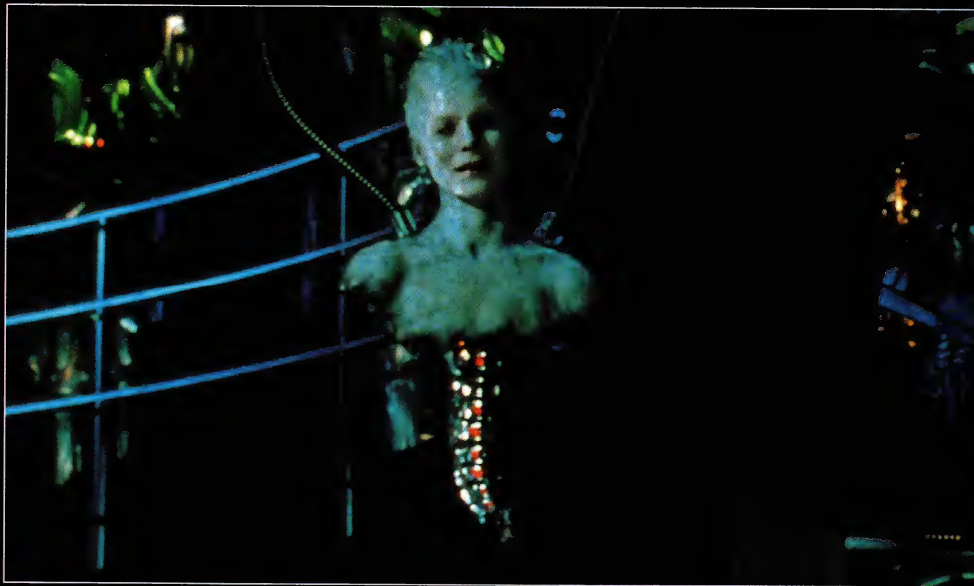
ON SCREEN...



1 The Borg are taking over the *U.S.S. ENTERPRISE*, assimilating any crew members that they encounter.



2 Picard shows Lily where she is by opening an observation hatch. She is amazed to find herself in orbit.



3 The Borg have imprisoned Data in Engineering, and until now he has only heard a disembodied voice. He watches in fascination as cables lower the Borg Queen's head and upper body from the darkness above him.



4 The Borg Queen's head latches on to a waiting body, giving the leader of the Borg an almost human form.



5 The Borg need to get access to the command codes, and the Queen believes even Data can be corrupted.

STAR TREK: FIRST CONTACT Part 4

drones to the holodeck entrance. Without warning, Picard turns and fires at the Borg, attracting their attention. As two Borg drones lumber toward them, Picard punches in the commands for **'The Big Goodbye' holonovel**.

Picard pulls Lily into the holodeck and she is amazed to find herself in a lavish but fairly empty nightclub, dressed in 1940s attire. Picard, playing **Dixon Hill** and looking for **Nicky the Nose**, discovers that he has inadvertently programmed the wrong chapter. Just then, the maitre d' is hurled through the air and lands on a busboy. Picard realizes the two Borg have followed them into the holodeck as he'd hoped. He instructs the computer to begin chapter 13 – and the room is suddenly filled with dancing patrons and live music. Picard sweeps Lily onto the dance floor, moving away from the Borg who have them in their sights.

He has to brush off the lovelorn **Ruby**, but finally he makes it to Nicky's table. As Lily expertly applies a champagne bottle to Nicky's henchman's head, Picard grabs a Tommy gun from a violin case by the table, whirls and begins to fire at the Borg drones. Glass shatters everywhere and patrons scream and dive for cover. Both Borg are hit, and go down, but Picard keeps right on firing, screaming as he does, possessed by some deep inner rage. Finally, Lily grabs him and he relaxes, but only briefly. He reaches into the mechanical body of one of the Borg and extracts the memory chip that he hopes will reveal the Borg's plan of attack. Lily notices that the dead Borg was a Starfleet crewman, but Picard has no time to mourn as he heads for the Bridge.

Pressures of fame

Back down at the missile complex, **Zefram Cochrane** is trying his best to deal with the hero-worship that **Geordi La Forge's** engineering crew, especially **Reginald Barclay**, are lavishing on him, even as they hurry to repair his warp ship. When La Forge tells Cochrane that he studied Basic Warp Design at **Zefram Cochrane High School** and that a marble statue of Cochrane will be built on the very spot where they're currently standing, Cochrane can't take it anymore. He tells La Forge that he has to take a leak, and casually makes his way into the woods. The ever-trusting La Forge doesn't realize that Cochrane has decided to flee.

STARSHIP FACTS

Captain Picard is particularly fond of the **Dixon Hill** holodeck program, which is based on stories that originally appeared in a pulp magazine called **'Amazing Detective Stories'**. In the program, Picard takes on the role of Hill, a private detective who works in San Francisco. The stories are set in the 1930s and 1940s of Earth's past.

ON SCREEN...



6 The Queen blows seductively on Data's human flesh, overwhelming him with physical sensation.



7 Picard and Lily must make their way past countless Borg drones who line the U.S.S. ENTERPRISE's corridors.



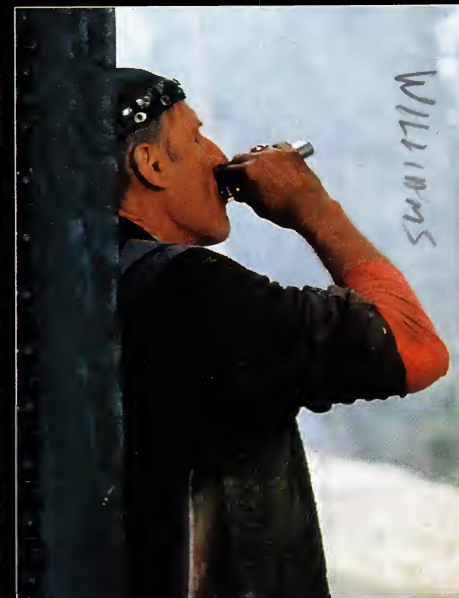
8 On the holodeck, Lily is amazed to find herself dressed to kill in a bar from the past.



9 Picard starts to look for Nicky the Nose, and an unexpected weapon that will disable the Borg.



10 Geordi tells Cochrane how famous he will become. The brilliant scientist is standing almost on the spot where future generations will build an inspiring statue.



11 Zefram Cochrane is overwhelmed by the picture the ENTERPRISE crew paint for him, and flees into the woods in confusion.